correspond to the "BELL" symbol. Similarly in **FIG. 13**, the "controlled stop position" of the reel **3**R is the code number of either "01", "05", "10", "14" or "18", which correspond to the "BELL" symbol

[0188] As described above, if the stopping control table shown in **FIG. 13** is used for controlling the spinning reels **3**L, **3**C, **3**R, the "BELL" symbol appears on the position of the centerline **8**a, i.e., in the middle of the display windows **4**L, **4**C, **4**R, which causes the prize to be awarded.

[0189] **FIG. 14** shows the stopping control table used for the regular-order pushing and the center-stat pushing in a case where the prize is missed after the internally wing of the "Bell prize" has occurred. The table is used when controlling the reel so as to not line up the "BELL-BELL-BELL" along the active line (the "Bell prize" is not awarded). Here, the controlled stop positions, which correspond to the positions when the stop button of the reel **3**L and **3**C are pushed, are basically the same as those shown in **FIG. 13**.

[0190] However, in **FIG. 14**, the controlled stop position of the reel **3**R is the code number of either "02", "06", "11", "15" or "19", which corresponds to the "REPLAY".

[0191] As described above, if the stopping control table shown in **FIG. 14** is used for controlling the spinning reels **3**L, **3**C, **3**R, the "BELL" symbols appear in the middle of the display windows **4**L and **4**C, and the "REPLAY" symbol appears in the middle of the display window **4**R, and it therefore causes the "Bell prize" not to be awarded.

[0192] **FIG. 15** shows the stopping control table used for the reverse-order pushing and in a case where the prize is missed after the internally winning of the "Bell prize" occurs. The table is used when controlling the reel so as to not line up the "BELL-BELL-BELL" along the active line (the "Bell prize" is not awarded). Here, the controlled stop positions, which correspond to the positions when the stop button of the reel **3**C and **3**R are pushed, are basically the same as those shown in **FIG. 13**.

[0193] However, in **FIG. 15**, the controlled stop position of the reel **3**L is the code number of either "04", "09", "12", "17" or "20", which corresponds to the "REPLAY".

[0194] As described above, if the stopping control table shown in **FIG. 15** is used for controlling the spinning reels **3**L, **3**C, **3**R, the "REPLAY" symbol appears in the middle of the display window **4**L, and the "BELL" symbols appear in the middle of the display windows **4**C and **4**R, and it therefore causes the "Bell prize" not to be awarded.

[0195] In the embodiment, the six ways are adopted as the order of the stopping operation as described above, and the "BELL-BELL-BELL" lines up along the active line and the prize is then awarded only if the stopping operation is performed according to the order of the operation specified by the selected table number.

[0196] Therefore, it is possible that whether lining up of the "BELL-BELL-BELL" occurs or not is determined when the second stopping operation is performed. For example, there is a case where the table number "1" (the order of the operation is "L-C-R") shown in **FIG. 12** is selected and the stop button **7**L is then pushed to stop the reel **3**L It means that there is case whether lining up of the "BELL-BELL-BELL" occurs or not is not yet apparent at the first stopping operation. Because, it is still possible that the operation follows the "L-R-C" instead of "L-C-R", which causes the prize not to be awarded.

[0197] Further, in the embodiment, the "BELL-BELL-BELL" always lines up along the centerline **8***a*. In the embodiment, two types of the stopping control tables are thus used for the case where the prize is missed as shown in **FIG. 14** and **15**. It is to be noted that if the table No. "2", "3", "4", "5" or "6" is selected, the "Bell prize" is to be awarded by performing the operation following the order of "L-R-C", "C-L-R", "C-R-L", "R-L-C" or "R-C-L", respectively.

[0198] **FIG. 16A** shows a "table for the ceiling-AT quantity selection" and **FIG. 16B** shows a "table for a ceiling-AT implementation sampling". The ranges of a random number are 0 to 4095 for "table for the ceiling-AT quantity selection", and 0 to 255 for the "table for a ceiling-A implementation sampling".

[0199] Ten (10) games are allowed during the ceiling-AT and the "table for the ceiling-AT quantity selection" determines quantities of the ceiling-AT to be implemented. Either "1", "2", "5", "10" or "30" times is selected by sampling.

[0200] In the table, the value is subtracted from the sampled random number starting from the upper column one after the other, and if the reminder becomes a negative number, the quantity corresponding to the column is set as the ceiling-AT quantity. For example, if the sampled random number is "4021", firstly, "2356" shown in the first column is subtracted from "4021" and the remainder becomes "1665", Since the remainder is a positive number, "1512" shown in the second column is further subtracted and the remainder becomes "153". Since the remainder is still a positive number, "196" shown in the third column is further subtracted and the remainder becomes "43". Here, since the remainder becomes a negative number, the AT are set 5 times.

[0201] Further, the "table for a ceiling-AT implementation sampling" is used to determine whether or not the ceiling-AT is implemented. Here, if the "implement", which has the value "32", is selected, ten (10) games, in which an image notifying the order of the operation appear, are set. It means the ceiling-AT starts when the "implement" is selected. Incidentally, the method of sampling is the same as the "table for the ceiling-AT quantity selection" described above.

[0202] **FIG. 17A** shows a "table for ceiling start-value selection" and **FIG. 17B** shows a "table for transition to the ceiling". The range of a random number is 0 to 255 for the "table for ceiling start-value selection", and the value indicated in the "table for transition to the ceiling" means the differences, which are used to determine whether or not the level of the ceiling indicator increases.

[0203] Firstly, the "table for ceiling start-value selection" is used after the BB state is completed and determines the value of the difference, which causes the next implementation of the ceiling. If the value of "1200" in the table is selected, the ceiling, which is a sort of relieving of the player, is implemented when the difference between consumed medals and paid medals reaches 1200 pieces. Similarly, the ceiling is implemented when the difference reaches 1500 pieces if "1500" is selected, and 1800 pieces if "1800" is selected.